Dharmsinh Desai University, Nadiad

Faculty of Technology

Department of Computer Engineering

ASSIGNMENT 10

Subject: Smart Device Programming

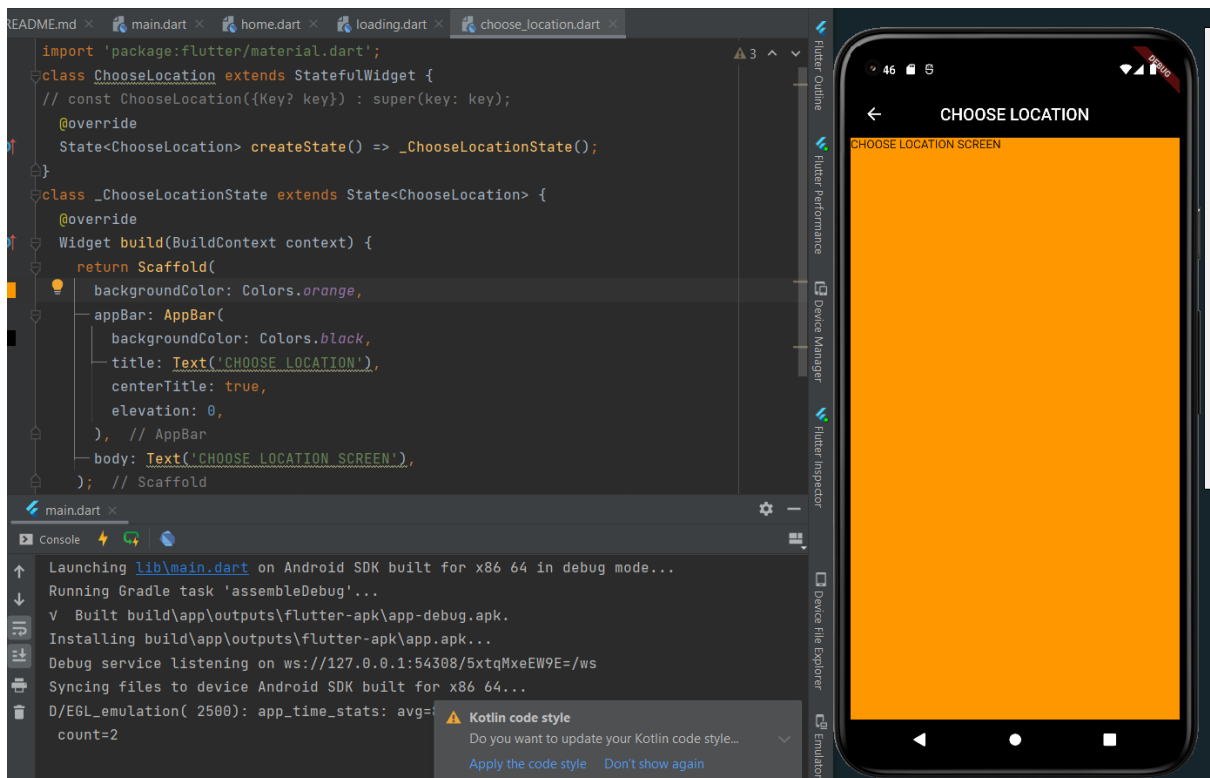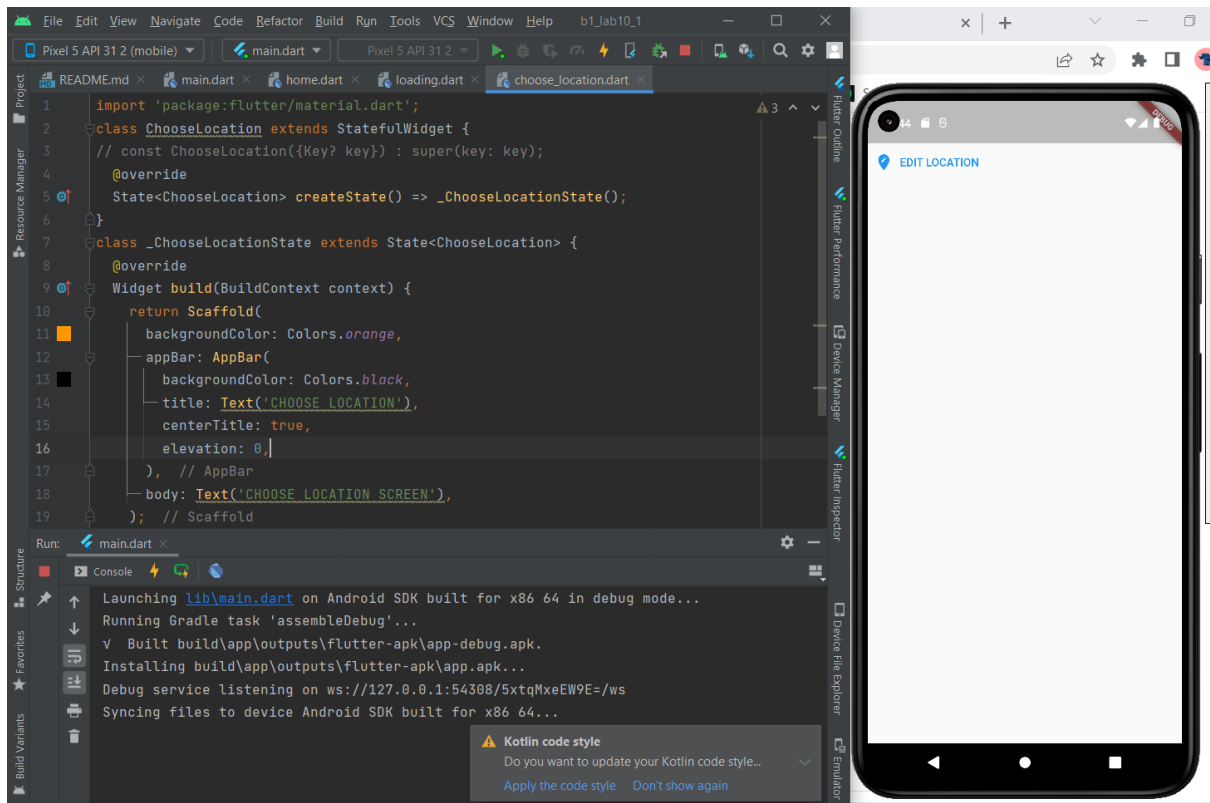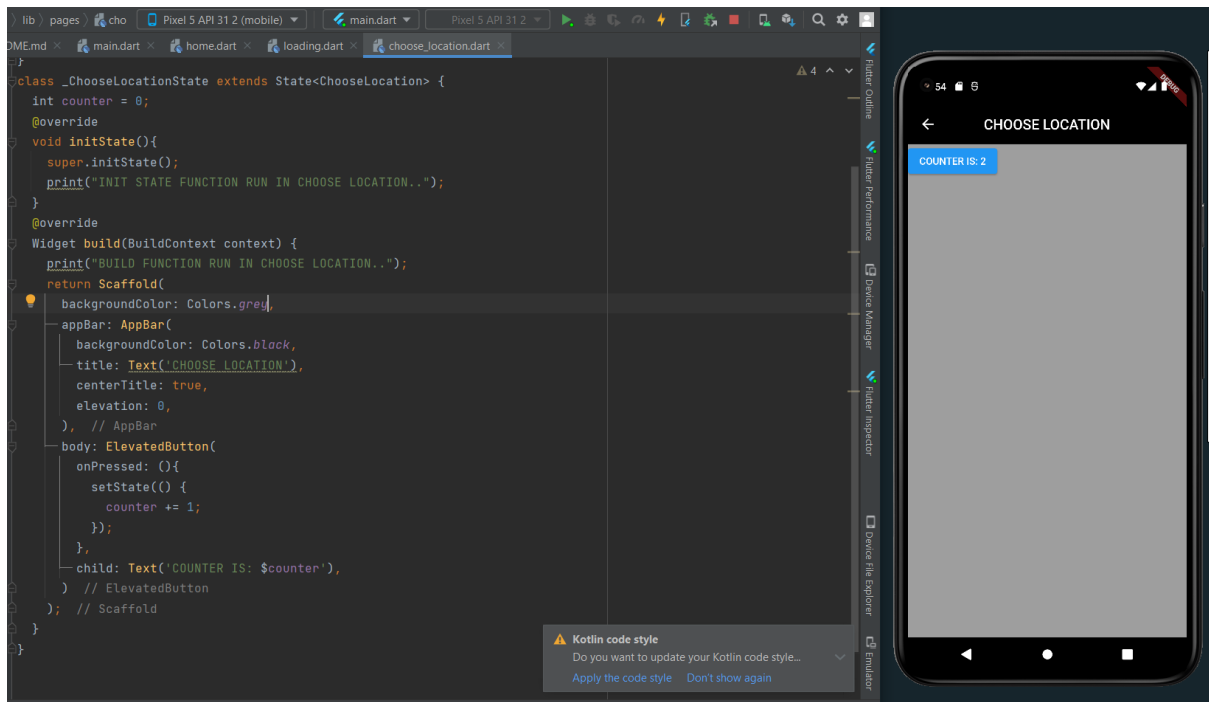**Submitted To:**

Prof. Jignesh Shah

CE Department
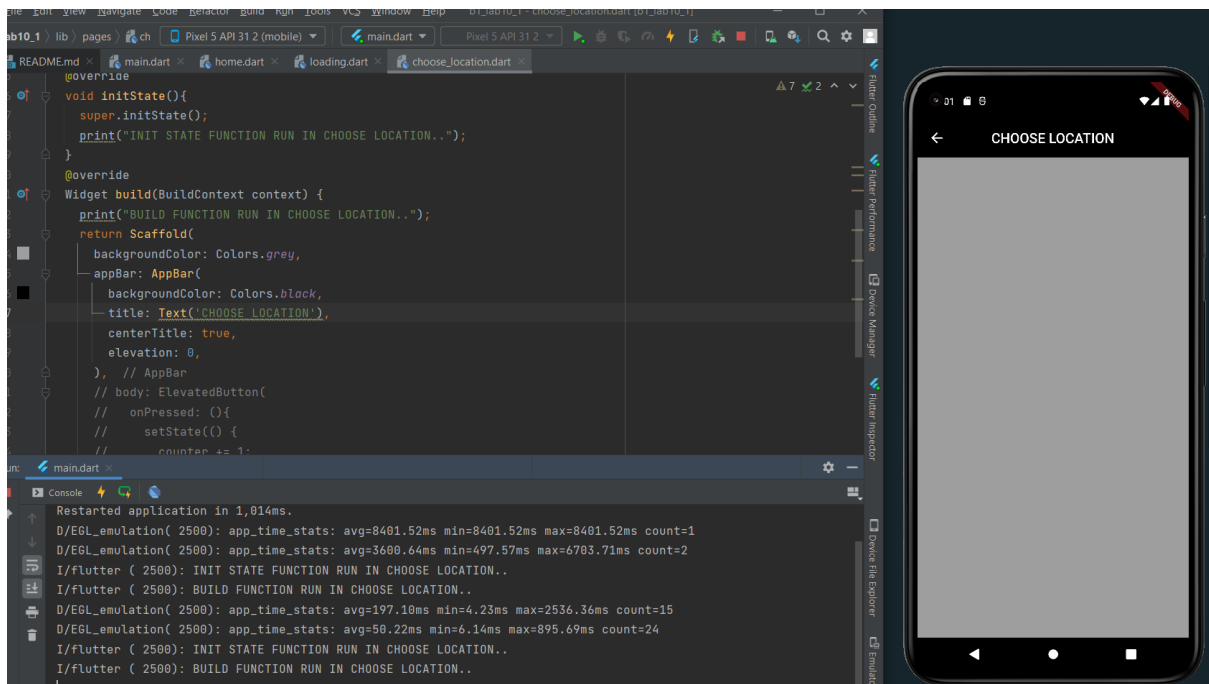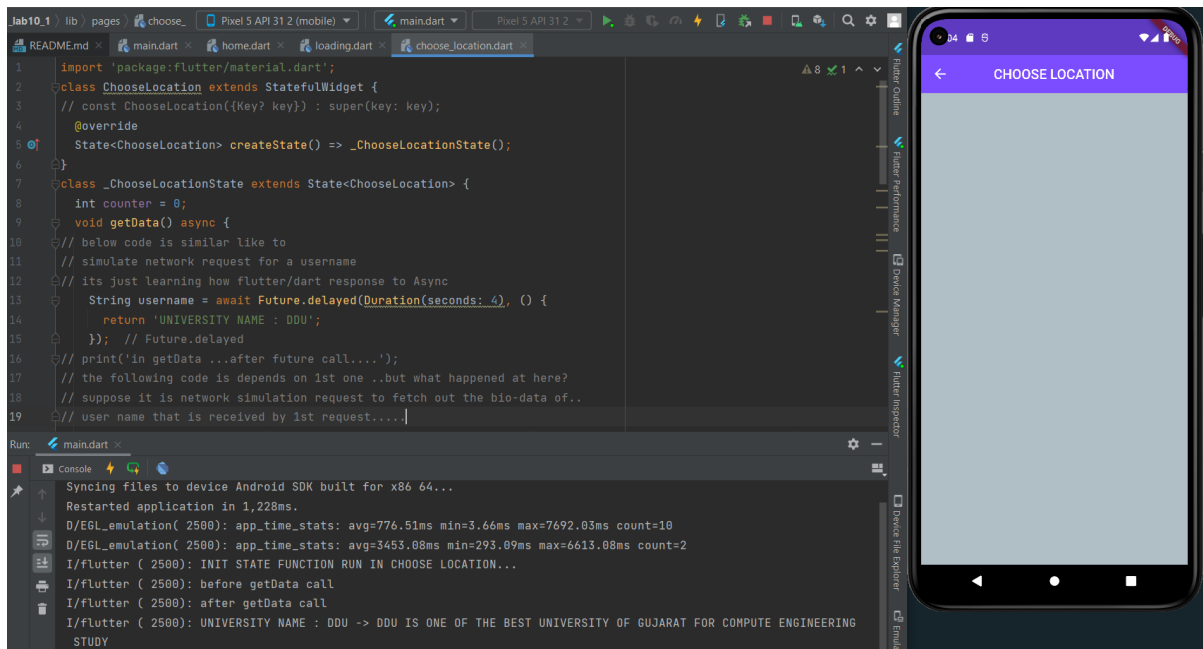
Submitted By:

Aneri V. Sonani

Student ID : 20CEUOG138

Roll No.: CE136

Top window:

```
File  Edit  View  Navigate  Code  Refactor  Build  Run  Tools  VCS  Window  Help    b1_lab10_1

Pixel 5 API 31 2 (mobile)        main.dart        Pixel 5 API 31 2

README.md    main.dart    home.dart    loading.dart    choose_location.dart

1     import 'package:flutter/material.dart';
2     class ChooseLocation extends StatefulWidget {
3     // const ChooseLocation({Key? key}) : super(key: key);
4       @override
5       State<ChooseLocation> createState() => _ChooseLocationState();
6     }
7     class _ChooseLocationState extends State<ChooseLocation> {
8       @override
9       Widget build(BuildContext context) {
10        return Scaffold(
11          backgroundColor: Colors.orange,
12          appBar: AppBar(
13            backgroundColor: Colors.black,
14            title: Text('CHOOSE LOCATION'),
15            centerTitle: true,
16            elevation: 0,
17          ),  // AppBar
18          body: Text('CHOOSE LOCATION SCREEN'),
19        ); // Scaffold
```

```
Run:    main.dart

Console

Launching lib\main.dart on Android SDK built for x86 64 in debug mode...
Running Gradle task 'assembleDebug'...
V  Built build\app\outputs\flutter-apk\app-debug.apk.
Installing build\app\outputs\flutter-apk\app.apk...
Debug service listening on ws://127.0.0.1:54308/5xtqMxeEW9E=/ws
Syncing files to device Android SDK built for x86 64...

Kotlin code style
Do you want to update your Kotlin code style...
Apply the code style    Don't show again
```

Bottom window:

```
README.md    main.dart    home.dart    loading.dart    choose_location.dart

import 'package:flutter/material.dart';
class ChooseLocation extends StatefulWidget {
// const ChooseLocation({Key? key}) : super(key: key);
  @override
  State<ChooseLocation> createState() => _ChooseLocationState();
}
class _ChooseLocationState extends State<ChooseLocation> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.orange,
      appBar: AppBar(
        backgroundColor: Colors.black,
        title: Text('CHOOSE LOCATION'),
        centerTitle: true,
        elevation: 0,
      ),  // AppBar
      body: Text('CHOOSE LOCATION SCREEN'),
    ); // Scaffold
```

```
main.dart

Console

Launching lib\main.dart on Android SDK built for x86 64 in debug mode...
Running Gradle task 'assembleDebug'...
V  Built build\app\outputs\flutter-apk\app-debug.apk.
Installing build\app\outputs\flutter-apk\app.apk...
Debug service listening on ws://127.0.0.1:54308/5xtqMxeEW9E=/ws
Syncing files to device Android SDK built for x86 64...
D/EGL_emulation( 2500): app_time_stats: avg=
  count=2

Kotlin code style
Do you want to update your Kotlin code style...
Apply the code style    Don't show again
```

```dart
class _ChooseLocationState extends State<ChooseLocation> {
  int counter = 0;
  @override
  void initState(){
    super.initState();
    print("INIT STATE FUNCTION RUN IN CHOOSE LOCATION..");
  }
  @override
  Widget build(BuildContext context) {
    print("BUILD FUNCTION RUN IN CHOOSE LOCATION..");
    return Scaffold(
      backgroundColor: Colors.grey,
      appBar: AppBar(
        backgroundColor: Colors.black,
        title: Text('CHOOSE LOCATION'),
        centerTitle: true,
        elevation: 0,
      ), // AppBar
      body: ElevatedButton(
        onPressed: (){
          setState(() {
            counter += 1;
          });
        },
        child: Text('COUNTER IS: $counter'),
      ) // ElevatedButton
    ); // Scaffold
  }
}
```

Async in flutter


```dart
  @override
  void initState(){
    super.initState();
    print("INIT STATE FUNCTION RUN IN CHOOSE LOCATION..");
  }
  @override
  Widget build(BuildContext context) {
    print("BUILD FUNCTION RUN IN CHOOSE LOCATION..");
    return Scaffold(
      backgroundColor: Colors.grey,
      appBar: AppBar(
        backgroundColor: Colors.black,
        title: Text('CHOOSE LOCATION'),
        centerTitle: true,
        elevation: 0,
      ), // AppBar
      // body: ElevatedButton(
      //   onPressed: (){
      //     setState(() {
      //       counter += 1;
```

```
Restarted application in 1,014ms.
D/EGL_emulation( 2500): app_time_stats: avg=8401.52ms min=8401.52ms max=8401.52ms count=1
D/EGL_emulation( 2500): app_time_stats: avg=3600.64ms min=497.57ms max=6703.71ms count=2
I/flutter ( 2500): INIT STATE FUNCTION RUN IN CHOOSE LOCATION..
I/flutter ( 2500): BUILD FUNCTION RUN IN CHOOSE LOCATION..
D/EGL_emulation( 2500): app_time_stats: avg=197.10ms min=4.23ms max=2536.36ms count=15
D/EGL_emulation( 2500): app_time_stats: avg=50.22ms min=6.14ms max=895.69ms count=24
I/flutter ( 2500): INIT STATE FUNCTION RUN IN CHOOSE LOCATION..
I/flutter ( 2500): BUILD FUNCTION RUN IN CHOOSE LOCATION..
```

packages and API calling basic


```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 10.0.19044.1889]
(c) Microsoft Corporation. All rights reserved.

E:\b1_lab10_1>dart pub add http
```

```
C:\Windows\System32\cmd.exe

  test_api 0.4.9 (0.4.14 available)
+ typed_data 1.3.1
  vector_math 2.1.2 (2.1.3 available)
Downloading flutter_lints 2.0.1...
Downloading http 0.13.5...
Downloading cupertino_icons 1.0.5...
Downloading lints 2.0.0...
Downloading term_glyph 1.2.0...
Downloading string_scanner 1.1.0...
Downloading stream_channel 2.1.0...
Downloading source_span 1.8.2...
Downloading meta 1.7.0...
Downloading material_color_utilities 0.1.4...
Downloading matcher 0.12.11...
Downloading collection 1.16.0...
Downloading charcode 1.3.1...
Downloading characters 1.2.0...
Downloading boolean_selector 2.1.0...
Downloading async 2.8.2...
Downloading vector_math 2.1.2...
Downloading stack_trace 1.10.0...
Downloading clock 1.1.0...
Downloading fake_async 1.3.0...
Downloading path 1.8.1...
Downloading test_api 0.4.9...
Downloading http_parser 4.0.1...
Downloading typed_data 1.3.1...
Changed 3 dependencies!

E:\b1_lab10_1>
```
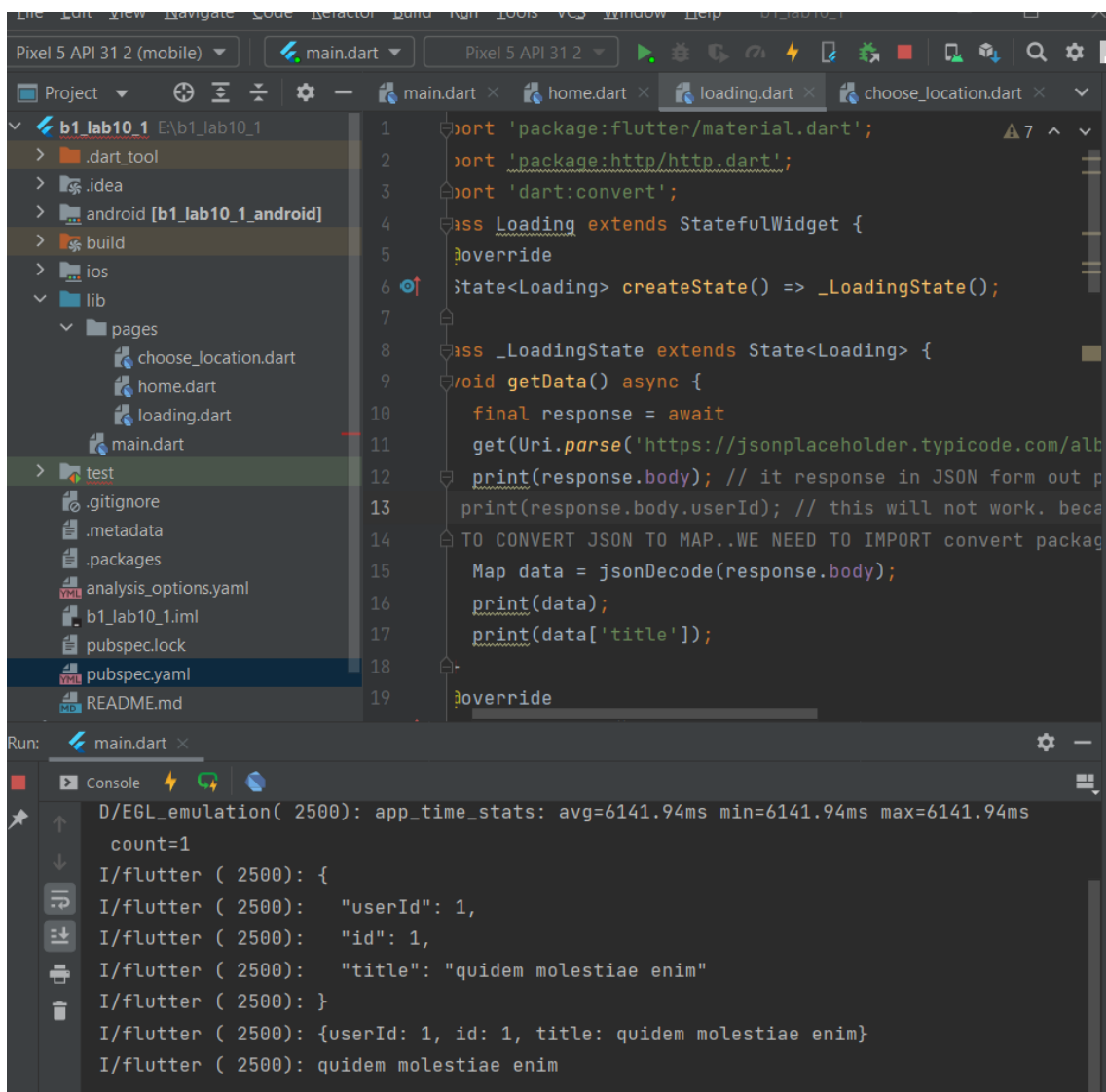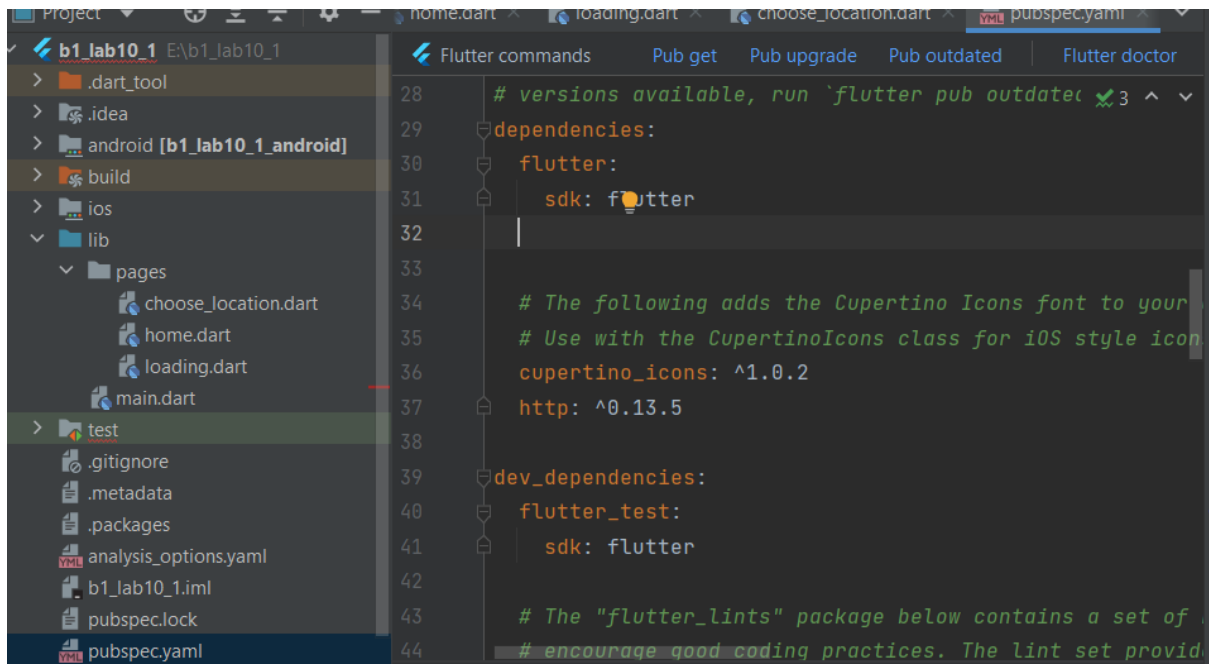
```yaml
         Flutter commands          Pub get    Pub upgrade    Pub outdated          Flutter doctor

28         # versions available, run `flutter pub outdated`  ✓ 3  ∧ ∨
29       dependencies:
30         flutter:
31           sdk: flutter
32

34         # The following adds the Cupertino Icons font to your
35         # Use with the CupertinoIcons class for iOS style icon
36         cupertino_icons: ^1.0.2
37         http: ^0.13.5
38
39       dev_dependencies:
40         flutter_test:
41           sdk: flutter
42
43         # The "flutter_lints" package below contains a set of
44         # encourage good coding practices. The lint set provid
```

File   Edit   View   Navigate   Code   Refactor   Build   Run   Tools   VCS   Window   Help   b1_lab10...
Pixel 5 API 31 2 (mobile) ▽   main.dart ▽   Pixel 5 API 31 2 ▽   ▶ 🐞 ⏹ ⟳ ⚡ ⏻ 🗂 ⏹ 🔲 ⏹ Q ⚙

Project ▽   ⊕ ∑ ∓ ✿ —   main.dart ✕   home.dart ✕   loading.dart ✕   choose_location.dart ✕ ∨

```dart
 1     port 'package:flutter/material.dart';           ⚠ 7 ∧ ∨
 2     port 'package:http/http.dart';
 3     port 'dart:convert';
 4     ass Loading extends StatefulWidget {
 5     @override
 6     State<Loading> createState() => _LoadingState();
 7
 8     ass _LoadingState extends State<Loading> {
 9     void getData() async {
10       final response = await
11       get(Uri.parse('https://jsonplaceholder.typicode.com/alb
12       print(response.body); // it response in JSON form out p
13     print(response.body.userId); // this will not work. beca
14     TO CONVERT JSON TO MAP..WE NEED TO IMPORT convert packag
15       Map data = jsonDecode(response.body);
16       print(data);
17       print(data['title']);
18
19     @override
```

```
Run:    main.dart ✕

    Console  ⚡ ⟳  ◉
    D/EGL_emulation( 2500): app_time_stats: avg=6141.94ms min=6141.94ms max=6141.94ms
    count=1
    I/flutter ( 2500): {
    I/flutter ( 2500):   "userId": 1,
    I/flutter ( 2500):   "id": 1,
    I/flutter ( 2500):   "title": "quidem molestiae enim"
    I/flutter ( 2500): }
    I/flutter ( 2500): {userId: 1, id: 1, title: quidem molestiae enim}
    I/flutter ( 2500): quidem molestiae enim
```

Github Repository Link :

https://github.com/AneriSonani09/SDP_Labs/tree/master

AneriSonani09